



GDC EDUCATION
SUMMIT

Why Student Autonomy Matters

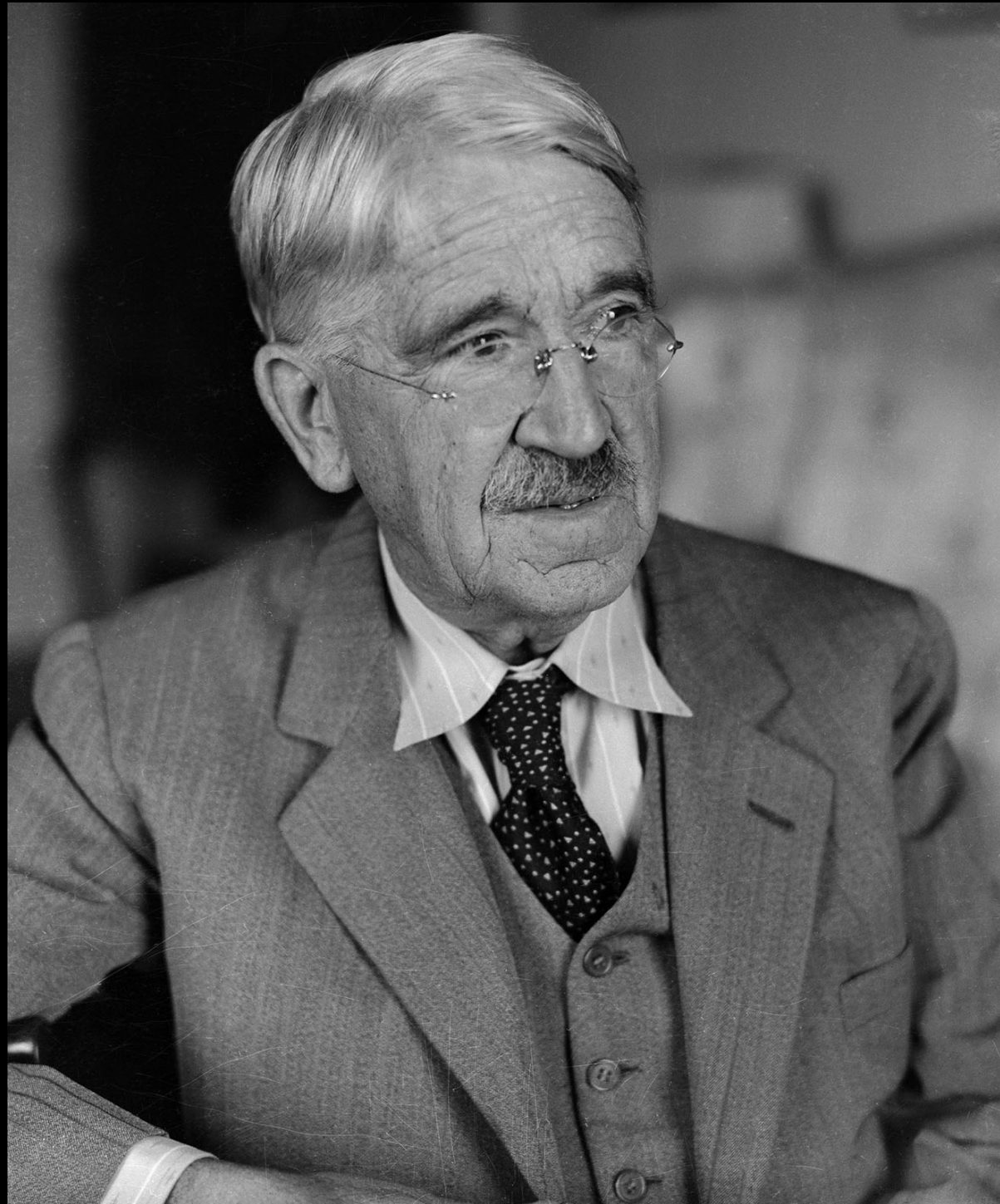
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GDC

GAME DEVELOPERS CONFERENCE® | FEB 27-MAR 3, 2017 | EXPO: MAR 1-3, 2017 #GDC17



What is the purpose of education?



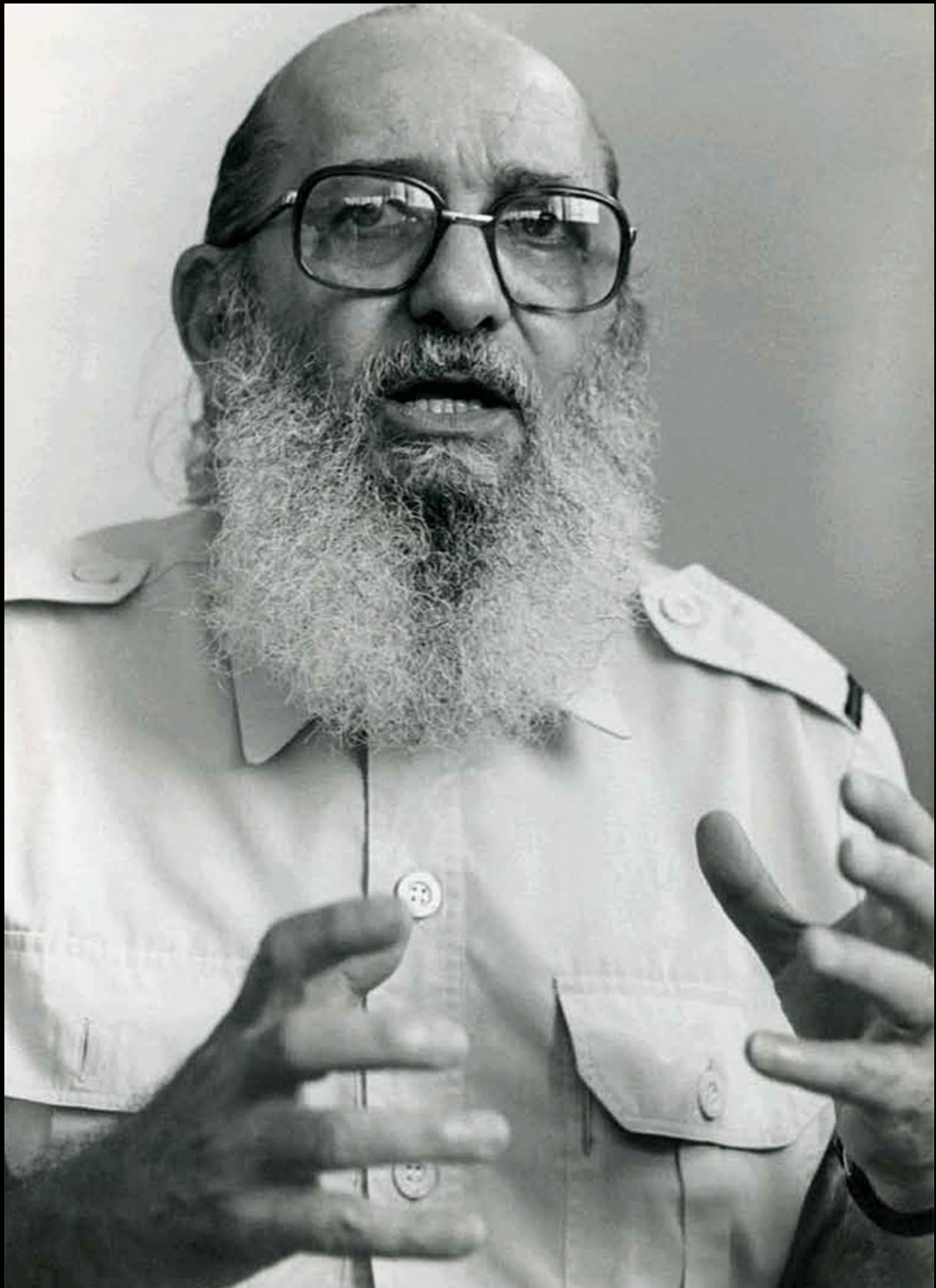
**“The ideal aim of education is the
creation of power of self-control.”**

—John Dewey



“The function of education is to teach one to think intensively and to think critically.”

—Martin Luther King Jr.



“What the educator does in teaching is to make it possible for the students to become themselves.”

—Paulo Freire



“...our work is not merely to share information but to share in the intellectual and spiritual growth of our students.”

—bell hooks

Truism?

Game-making → Critical thinking?

“The function of education is to teach one to think intensively and to think critically.

But education which stops with efficiency may prove the greatest menace to society.

The most dangerous criminal may be the man gifted with reason but no morals. (...) We must remember that intelligence is not enough. Intelligence plus character—that is the goal of true education.”

This is **not** normal.

Foster deep, critical thinking, etc.

AND

Teach game-making skills...

???

Content → Practice

How we teach matters.

Autonomy

The inner endorsement of one's actions.

Autonomous

Self-motivated

Engaged

Feel challenged

Interests integrated

Makes choices

Traditional

Externally-motivated

Obedient

Feel directed

Interests unknown

Responds to requests

Fostering Student Autonomy

Encourage questioning

Build curriculum around their backgrounds and interests

Encourage peer-to-peer teaching.

Ask for suggestions/feedback

See student resistance/inattention as a result of teacher-imposed constraints, demands, structure

Provide rationale for lessons and assignments

Listen

Compliance

≠

Engagement

Fostering Student Autonomy

Encourage questioning

Build curriculum around their backgrounds and interests

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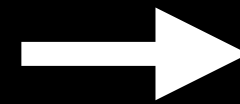
See student resistance/inattention as a result of teacher-imposed constraints, demands, structure

Provide rationale for lessons and assignments

Listen

input

Obedience
Passivity
Conformity



output

Obedience
Passivity
Conformity

Autonomy is even more critical for students from traditionally marginalized backgrounds.

~~Play the "game"~~



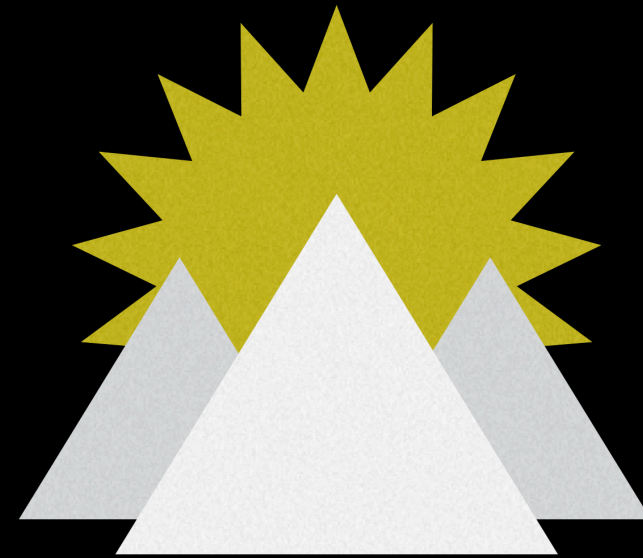
Write the rules

Education > Job training



Games

Games
Industry



Thank you.

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